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Use Cases One Life Diet

Client: One Life Diet

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Project Name: OL V1

Date Submitted: 5/10/17

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One Life Use Cases

Revision History

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| --- | --- | --- |
| Date | Author | Description of Change |
| 4/27/2017 | Manroe Thomas | v1.0 Initial Draft |
| 5/3/2017 | JP Palacio | V1.0 Reviewed |
| 5/09/2017 | JP Palacio | v1.1 Update Based on 5/9 Discussion |
| 5/12/2017 | JP Palacio | v1.2 Update Based on 5/12 Discussion |
| 5/24/2017 | JP Palacio | v1.3 Update Based on Additional Features |
| 5/26/2017 | JP Palacio | v1.4 Update Based on 5/26 Discussion |

ID: UC 001 X

Use Case: Clicking on app icon and showing splash screen

User sees the app icon and clicks on it which triggers the display of splash screen. App opens and shows the introduction screens where we’ll demonstrate the purpose of the app and where we’ll be using the personal information of user such as email

* User clicks on app new icon
* Splash appears with native behavior and duration
* Upon splash end, User would be navigated to Introduction screens

ID: UC 002 X

Use Case: Initial Slideshow for Introduction of app

User see the initial screens only for the first time he logs in. User will swipe left and right to view all the screens.

* User can view introduction screens
* User can swipe left and right to view screens
* User can skip introduction screen and land on Login screen
* Textual content i.e. Slogan, tagline on these screens will be provided by client.
* These screens will only appear once and first time of app’s life

ID: UC 003 X

Use Case: Creating an account / Registering User

User can register themselves by either providing personal information and getting registered or they can directly sign in via Facebook. Presentation of splash to login and from login to register will be done with smooth animations as followed by MyPlate App

* User can register with app by providing his
* Username (will be unique throughout the system)
* Email
* Password (min. 8 characters)
* Confirm Password
* User can click on T&C hyperlink which will take them to detailed screen
* User can click on Login link to land on Login Screen
* User can click on Create Account button which will register user in app
* As soon as Keyboard opens for, typing in details of email and password etc., app UI would scroll upwards.
* Upon Successful registration, a welcome email will be sent to User. Content of the email will be approved by client. Email will be sent using third party based on approval of client.
* Make sure that the block count can be edited +- after regirstraion

ID: UC 004 X

Use Case: User is Shown Information Gathering Screen

As soon as User is registered, he will be asked to provide few information in a survey. Once all the information is gathered. Blocks will be assigned according to table provided by client, those will be baseline blocks which takes all above parameters

* Starting Weight- User should be able to change (missing)
* Goal Weight- User should be able to change
* Age
* Height
* Gender (missing)

ID: UC 005 X

As soon as User is successful in registration process, he will land on first screen of survey

User will enter his current weight on current date

* Block count is specific to each user and the user has the ability to edit there block amount (But not in this screen)
* There will be a link which will open a screen. This screen will elaborate in detail what is a Block. This information will be fetched via YouTube link <https://www.youtube.com/watch?v=eUiuNBhlE70> (One Life will be creating a new one)
* User will tell his target weight on third survey screen
* Upon completion, User will land on Summary Screen User cannot skip any survey screen

ID: UC 006 X

Use Case: User Logged in to the app

User enters his username or email and password to log in to the system. In case user forgets his password, he'll click on the link / button below that says “Forgot Password or Username”. If user is not yet registered to the app, he can click on register link or button and land on register screen. User can also click on Login with Facebook button. In case user is new and trying to enter in to the app via Login with FB, he'll be shown the survey screens and land on summary screen after survey is completed.

* User enters his username or email and password (8 characters) to log in to the system
* In case user forgets his password, he'll click on the link / button below that says “Forgot Password or Username”
* If user is not yet registered to the app, he can click on register link or button and land on register screen
* User can also click on Login with Facebook button
* In case user is new and trying to enter in to the app via Login with FB, he’ll be shown the survey screens and land on summary screen after survey is completed.

ID: UC 007 X

Use Case: User Forgets His Password or Username

In case User forgot his password or username, he can seek assistance from app itself by clicking on forgot password or username link which will ask User to enter his email and related code will be send. That code will be entered in the app and new screen will open on success which asks user to “Retrieve Username” or “Retrieve Password”. Upon clicking retrieve password, new password will be prompted to enter. In case of User “retrieves username”, he will land on new screen where his username will be shown

* User can click on Forgot password or username link and navigate to next screen where he'll be asked to enter email where verification code will be sent. If email is not present in our system, User will be notified with a popup stating “This email is not available in our system, please register yourself”
* Upon entering email and pressing “submit”, a popup will be shown which will be notifying the User to check his email for security code and at the same time, user will be switched to a new screen where security code will be entered
* Security code will be valid for 24 hrs. Once User enters correct security code in the app, he'll be switched to a new screen where he'll select to either retrieve password or username.
* Relevant screen will be opened based on selection
* User will be able to login into new app with old app login

ID: UC 008 X

Use Case: User Lands on Dashboard Screen With 4 Tabs & Plus button

As soon as user passes through the process of register, survey, summary screen he'll be landed on Dashboard screen where user will be able to switch among 4 tabs. First tab is “Home Tab” which will be selected by default. Other tabs are “Journal, Weight and Profile”. With plus button, he can add water, food, exercise and weight and quick block add.

* By default, selected tab will be home dashboard
* User can switch to other tabs like Journal, Weight and Profile
* Tab icons will be improved and names will be changed upon client request but for now, this will remain as it is
* Journal will be the default page that opens up

ID: UC 009 X

Use Case: User Activities on Home Tab

Home is a merger of three screens from previous version of the app, those screens are Summary, Today Tab, Journal Tab. All three information will be presented with the help of expandable views. User can check his diet and block counts on this Tab. Basic anatomy is, user will restrict himself to consume a specific amount of block in each day which will actually be measured on graph, progress bar. Block is a registered termed by One Life Diet and it’s actually a unit assigned to a specific quantity of a food. Equation for finding block for any food is to divide its calorie by 50 and resultant would be the required block. User can also switch back to some other date in future or past to see how much block count he/she achieved. Doing so will also change the tab name from Today tab to the date.

User can see how many blocks he has consumed. User can set what he/she had for breakfast, lunch, dinner, snack, water with additional notes and exercise adds 2 blocks onto daily block count for that day, it will revert back to that user’s normal block count after midnight

* User can see total blocks allowed for today
* User can see blocks taken so far for today
* User can see graphical UI of how many blocks are left as show in orginal mock as a block
* User can click on plus button to further add intake of Breakfast, lunch, dinner, snack.

ID: UC 010 X

User clicks on journal tab

* User can view statistics for today, last 7 days and custom dates. From here user can email the complete day journey with all rows.
* Default email composer will open and default text provided by client. As per current requirement, journal of 7 days cannot be sent since it will include attachments of previous 7 days’ data to be compiled in a single format which will take extra time – To be emailed

Subject of email titled “Your One Life Food Journal”

* User can switch back and forth to previous dates and future dates to check total block consumption and food
* User can add 2 blocks for exercise from the + at the bottom (make exercise blocks blue)
* User can add notes
* User will be able to edit the food after adding it
* User will be able to use serving size, Ounces, Cups, Whole (1, ¼, ½ )

ID: UC 011 X

Use Case: User activities on Weight tab

User can see his initial weight which he determined at the beginning of his usage of app. He can add his current weight on specific date. He can update his weight and he can also delete the weight he entered. User can also see the graph which determines the progress of the user. Graph presented will be more user friendly as compared to original graph. Sample apps like MyFitnessPal will be taken as a reference.

* User can see his initial weight (start at 40 pounds)
* User can add his current weight on specific date
* He can update his weight
* He can delete his weight
* User can also see the graph which determines the progress of the user
* Graph presented will be more user friendly
* Past 7 entries will be kept to be edited
* Sample apps like MyFitnessPal, Withings app will be taken as a reference

ID: UC 012 X

Use Case: User activities on Profile tab / Hamburger side menu

User can view his summary. User can change his settings from setting link. User can set his daily block count and has the ability to edit. User can see learn more about One Life Diet by joining Facebook community, reviewing or rate app, read more about the app, review app on relevant store, provide a feedback by email at [app@onelifediet.com](mailto:app@onelifediet.com) in default composer of the device. User can share the link of app with his friend by SMS. User can logout from the system. User can also call to book an appointment. Notification will be covered but triggering points will be specified by client.

* User can view summary of his usage and goal
* User can adjust his goal weight
* User can change his settings from hamburger button
* User can view quick tips page, no dynamic
* User can see learn more about One Life Diet by joining Facebook community
* User can read more about the app on yelp
* User can review or rate the app on App Store or Play Store by opening the app on relevant store
* User can provide feedback via Email with default email composer or they can ask for support or any technical help
* User can share the link of the app and send it to his contact via SMS
* User can logout from the system
* User can find frequently ask questions that will be loaded dynamically
* User can read in details about Disclaimers and legal notices
* User can call to book an appointment. Places where they can have appointment is either Carlsbad or Solana Beach
* Link to online store
* User should NOT have to login back in once they have signed in

ID: UC 013 X

Use Case: User enters his Intake for Breakfast / Lunch / Dinner / Snack

From plus button, user clicks on breakfast / lunch / dinner / snack to enter his intake. User will land on Search Screen. Here user can perform search. Below are the tabs from where food items will be searched. This feature is more or less similar to Mealviser. We will be combining this use case.

User can also create new food and assign blocks. User will find results based on intuitive search. User can search food from my foods. User can create new food and all those newly created food will be available for search. User can search any food from category by viewing all the categories and click non-each category will navigate to a new screen where blocks can be increased and added to journal for today. User can also search by entering specific food name. User can also add blocks only to his journal for today from plus button. Each item will be added to journal when user presses “I ate this” button –See my Fitness Pal “Quick Add”. User can also add free food. Free food is a category which doesn't increase consumption of blocks like water but client needs to tell what food is categorized as Free Food. Created food will be stored locally on the user device if user changes his device, he will be able to see his created food.

* By My Favorites
* Custom Food
* All foods
* Carb-Free Foods
* Recent UC25
* User clicks on the plus sign
* use clicks on breakfast to enter his intake
* User will land on Search Screen and performs search
* User can also create new food and related blocks
* User can search food from my foods (favorite).
* User can create new food and all those custom/created foods will be available for search
* User can also search by entering specific food name
* User can also mark the food as favorite
* User can also add Carbs free food by selecting relevant food
* User can also add blocks only to his journal for today
* User can add Free Foods, and have the ability journal serving size, but it is displayed as ‘Free’ and not added to the Blocks. i.e Beef Broth = 1 cup / or 6 ounces = FREE (Tom will provide)

ID: UC 014 X

Use Case: User enters his Intake for Water

In Today tab, user clicks on plus button to add his water intake. User will land on a screen where he will slide upward to add water bottles and each water bottle level will be of 8 ounces. Water amount will be automatically be added to his journal. Graphical UI will represent the glass of water and will revert to empty at midnight. Goal is 64oz of water per day.

* User clicks on water row
* User lands on a screen where they will see bucket with default level of water
* User can slide upwards to increase the level of water intake

ID: UC 015 (missing from UXPin)

Use Case: User Adds 2 Blocks for Exercise and Add Notes

User can add 2 blocks for exercise. There will be a graphical UI -sneakers, or weights, which will enable addition of 2 blocks. Those 2 blocks addition to journal will reduce consumption percentage which means that it will be added to daily blocks. User can also add comments that will only related to user preference.

* User can add 2 blocks for exercise
* There will be a toggle which will enable addition of 2 blocks
* Those 2 blocks addition to journal will just add 2 blocks
* User can also add small notes to their journal

ID: UC 016 X

Use Case: User Search Custom Food

User can search for custom food. The data populated as listing will come from created food already added by the user. Upon clicking specific food, user will land on a new screen where he’ll be telling the quantity he ate in terms of block. Upon clicking add button, blocks will be added to his journal and relevant consumption percentage will increase respectively. User can delete any custom / created food entry by swiping left. The food will also get deleted from the system for that particular user.

* User can search for created food.
* The data populated as listing will come from created food already added by the user.
* Upon clicking specific food, user will land on a new screen where he'll be telling the quantity he ate in terms of block.
* Blocks will be added to user journal
* User can delete any custom / created food entry by swiping left
* Custom food cannot be added to my foods

ID: UC 018 X

Use Case: Search by Food Name (All food tab, default view)

User search any food item by entering its name in a search field and enter. Relevant results will appear. In the current system, it also search for custom food. Improved version will also search from custom food. Clicking on result item will lead user to a new screen where quantity will be measured in form of blocks. Relevant information or block count will be updated in the journal section of Today tab. If search food belongs to carbs free category, it will be mentioned at the footer and the font will be red.

* User search any food item by entering its name in a search field and enter.
* Relevant results will appear.
* Improved version will also search from custom food using intuitive search.
* Clicking on resultant item will lead user to a new screen where quantity will be measured in form of blocks.
* Relevant information or block count will be updated in the journal section of Today tab.
* If search food belongs to carbs free category, it will be mentioned at the footer.

ID: UC 019 X

Use Case: User Can Search Carb-Free Food

User can search food from carbs free section. User can see all carb-free categories with a search bar on top. User can click on category and select the food item which will lead him to a new screen where user can specify quantity in the form of block. User can also add this food to my food section. It will also a bar at the footer specifying that it’s a carbs free food. There will be a tag that illustrates that the food item is carb-free and a free food

* User can search food from carbs free section. Show carb-free
* User can also add this food to my food section.
* It will also a bar at the footer specifying that it’s a carbs free food
* If food is marked as my food and added to the journal, then the food can be searched as my foods

ID: UC 020 X

Use Case: User Can Create Food (Custom Food)

When user clicks on Create Food button, he will be navigated to a new screen where he can enter custom food and add to the journal for Home tab. User will define the blocks for that custom food.

The database for the user’s custom food will be built into his profile, which will allow them to take that data with them to a different device later on.

* When user clicks on Create Food
* User will be navigated to a new screen where he can enter custom food
* User will calculate or define the blocks for that custom food.
* All custom food and favorites should be universal, but independent of each

I.e Tom’s Scramble = 5 Blocks

ID: UC 021 X

Use Case: User Specifies Only Blocks From Plus Button

User can also specify only blocks he took for today and relevant block will be added to the journal for today tab. User is permitted to specify the block without the intake.

* User can also specify only blocks he took for today and relevant block will be added to the journal for today tab.
* User is permitted to specify the block without the intake.

ID: UC 022 X

Use Case: User Can Logout from the App

User can find logout button in the more tab of the app. Logout will invoke a web service which will make sure that the relevant information is flushed from the device so that some other user can login on same device

* User can find logout button in the more tab of the app.
* Logout will invoke a web service
* Service will make sure that the relevant information is flushed from the device so that some other user can login on same device

ID: UC 023 X

Use Case: User Can Seek Help on FAQ’s Section

User can seek more help on FAQ page in more tab, opened inside the app. User can find relevant question and find its answer. All questions will be fetched dynamically

* User can take help from FAQ’s section which will navigate User to new screen where all predefined questions will already be answered. All those data will be populated dynamically.
* FAQ section data can be updated and information will automatically be fetched and displayed in the app
* Detail contents of FAQ’s will be provided by client

ID: UC 024 X

Use Case: User Can Take a Tour

User can take a demo of how to use the app and what it means. Tour basically means a walk-through tutorial like MealViser app. We'll provide walk through tutorial for every new user. Walk through tutorial can be seen later as well.

* User enters the app first time
* User takes a tour and app walks through the basic element of the app like in mealviser
* User can see sm all dots at the bottom of the screen, depicting number of screens of tutorial
* User can swipe left and right to move forward or backward respectively
* User can skip the tutorial from clicking skip

ID: UC 025 X

Use Case: User Can View Recently Added Food

if user want to see recently added food in last 1 month, he can see those in recently added food section. All foods created by user in last 1 month will be added to recently added tab

* User can create its own food and that will be added to custom food tab
* User can also see that food in recently added food tab as well but it will be taken out after a month
* All foods created by user in last 1 month will be added to recently added tab

ID: UC 026 X

Use Case: Email of last 7 days journal

* User can email last 7 days of journal as a pdf

ID: UC 027 X

Use Case: Congratulations page when goal met – Popup

* User can will see a notification page when the have met their goal

Developer Notes

Features that were working in previous version that are currently not working:

Super admin

Can’t change start date,

12 charter password should be 6

adding exercise needs to add 2 blocks, currently doesn’t add

Current starting page -two buttons on top. "Close" "Journal" when pressing "journal" its doesn’t go to the Daily Journal

Triggering Events for Notifications

Kudos, pep talk, alert to journal- ADC will analyze the best times to send notifications Inspiration/ Pep Talk/ Motivation - every day/week/month

Ideas

Journaling inactivity - after 48 hours/after 2 weeks

Journal Daily prompts- at 1pm and 8pm

Reminder to schedule your One Life Appointment - customized every week.

Motivation - set for >10lbs off goal weight - to help get them get through the last 10 lbs.

Additional Notes

Divide by 50 converter to replace with (Tom will provide)

25 (add converter as a tool, when entering custom food) Please use .1, .2, .3, ect.

Tom will provide serving sizes